Interior Design

Rationale Statement:

 Interior Design allows students to gain an appreciation of the design fundamentals that form the foundation by which all design is judged. Learning how to manipulate and apply the tools of design in a variety of situations in the home is a major focus throughout the course of study. Opportunities for creative application of design fundamentals are provided throughout the course.

Suggested Grade Level: 9-12

Topics Covered:
- Career opportunities
- Design and development of furniture
- Selection of interior furnishings and products
- Principles and elements of design
- Space planning
- Building codes, regulations and universal design

Bloom's Taxonomy Level	Standards and Examples
Indicator #1: Explore opportunities in interior design	
Understand	**ID1.1 Summarize career opportunities in interior design** *Examples:* • Research opportunities for employment in interior design • Interview a professional working in the area of interior design • Research the requirements, skills, wages, education, and geographic opportunities in the area of interior design
Indicator #2: Evaluate interior furnishings and products	
Understand	**ID2.1 Classify design and development of furniture and other interior furnishings** *Examples*: • Develop a chart that describes the characteristics of furniture from different style periods • Find illustrations of different furniture styles using magazines, internet, catalogues
Evaluate	**ID2.2 Evaluate interior furnishings and products for end use** *Examples:* • Research information on the advantages and disadvantages of different types of floor coverings, wall treatments and window treatments • Visit a furniture store or invite a guest from a furniture store to show differences in and ideas to look for in selecting upholstered and case

	goods.
	• Choose one major appliance to research, listing features available to you and decide which are necessary and which could be sacrificed to lower cost.
Indicator #3: Implement skills used in interior design	
Apply	**ID3.1 Apply the principles and elements of design to interior space** *Examples:* • Compile a notebook of illustrations of the principles and elements of design. • Research the psychological associations of color to different people • Identify how line can be used to create illusions in interior design • Use color to create different moods and illusions
Apply	**ID3.2 Apply space planning guidelines** *Examples:* • Sketch own home and divide into different living zones and sketch in traffic patterns • Research and create a checklist of space planning guidelines • Using templates arrange furniture on floor plan drawn to scale • Use computer aided drafting program to draw floor plans
Apply	**ID3.3 Use applicable building codes, universal design, and regulations in planning interior space** *Examples:* • Research federal and state laws and building codes • Interview local government officials concerning local building codes • Research universal design features • Draw a sketch of a room that includes at least 5 universal design features
Application	**ID4.2 Demonstrate skills necessary (i.e., measuring, estimating, and pricing) for selection of interior furnishings and products** *Examples:* • Determine the amount and cost of different types of floor coverings for a specific room • Determine the amount of cost of paint vs. wall paper for a specific room • Calculate cost of furnishings for given scenario